

DESAIN MEDIA PEMBELAJARAN MENGGUNAKAN PERMAINAN *FUN FRAME IN PHYSICS* PADA POKOK BAHASAN CERMIN DATAR MELALUI TURNAMEN

Yuni Kartika^{a)}, Debora N. Sudjito, Made R. S. Shanti. N.A.^{b)}

Program Studi Pendidikan Fisika, Fakultas Sains dan Matematika, Universitas Kristen Satya Wacana, Salatiga

Jl. Diponegoro 52-60, Salatiga 50711, Jawa Tengah, Indonesia

e-mail: ^{a)} 192012008@student.uksw.edu

^{b)} Made.ray@staff.uksw.edu (*corresponding author*)

Salah satu upaya membuat siswa aktif dalam pembelajaran dan memahami materi yang diajarkan adalah dengan menggunakan media pembelajaran. Penelitian ini bertujuan membuat desain media pembelajaran *fun frame in physics* dan menyelidiki efektivitas *fun frame in physics* pada pembelajaran cermin datar. Penelitian ini merupakan penelitian deskriptif. Responden penelitian ini adalah 17 siswa kelas IX SMP. Instrumen penelitian ini meliputi *pre-test*, *post-test*, RPP cermin datar menggunakan *fun frame in physics*, lembar kuesioner, lembar observasi KBM dan lembar observasi aktivitas siswa. Semua data yang diperoleh dianalisis secara deskriptif kualitatif. Berdasarkan *post-test*, 88,24% siswa mendapat nilai ≥ 70 . Berdasarkan kuesioner, 95,15% siswa memberikan respon positif terhadap media *fun frame in physics*. Berdasarkan lembar observasi KBM, 81,94% siswa memberikan respon positif terhadap pembelajaran. Berdasarkan lembar observasi aktivitas siswa, 92,33% siswa aktif dalam kegiatan kelompok. Jadi media pembelajaran *fun frame in physics* efektif membantu siswa dalam memahami materi cermin datar.

One of the efforts to make students becomes active and understand the material taught is by using learning media. This research aims to make a design of learning media of fun frame in physics and investigate the effectiveness of fun frame in physics to the learning about plan mirror. This is a descriptive research. Respondent of this research are 17 junior high school students, grade IX. Instruments of this research are pre-test, post-test, lesson plans about plan mirror using fun frame in physics learning media, questionnaire, observation sheet of learning process and student's activity. All the data obtained were analyzed by qualitative descriptive methods. Based on the post-test results, 88,24% of students' mark is ≥ 70 . Based on the questionnaires, 95,15% of the students give positive response towards the fun frame in physics learning media. Based on the observation sheet of learning process, 81,94% of students give positive response towards the learning. Based on the observation sheet of the students' activity, 92,33% of students active in group activities. Thus, the learning media of fun frame in physics effectively helps students understand the plan mirror.

Kata kunci: media pembelajaran, *fun frame in physics*, turnamen, cermin datar